

STARRING FRITZ



GAME
MANUAL

JAGUAR™ CD





JAGUAR CD

Object of the Game

You, our unsuspecting hero, Lance, get a late-nite "fix it" call to a mysterious castle. Upon reactivating the computers, you learn of Dr. Nero Neurosis' master plan... world domination!

"This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772."

A frantic race through the evil playground of the demented Doctor's twisted castle is on! Fritz, the half-pet, half-human henchman of Dr. Neurosis is out to stop you from thwarting the evil Doctor's plans.

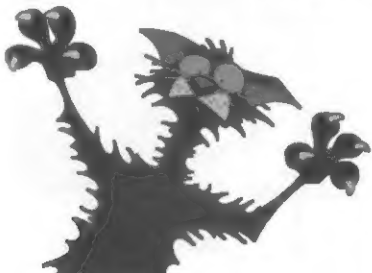


Battle numerous mishaps of science on your mission to reach **"The Brain Chamber"** where only the most cunning will defeat the wicked Dr. Neurosis!

Starting The Game

After the CD has been inserted, an introduction will automatically begin (it may be skipped by pressing the "B" button). The title screen will give you the option to view selected demos or begin playing **BrainDead**

13. Use the directional pad to make your selection and then press "B" to begin. In future, you will be able to select "**CONTINUE**" from where you left off in a previous game or "**NEW**" to start from the beginning of the game.



Pausing/Stopping the Game

To pause the game, press the **PAUSE** button. Press **PAUSE** again to resume play from the beginning of that scene. To stop playing the game, press **OPTION** and the main menu screen will appear. Select the **"SAVE GAME"** option to save your current game position so you may continue later at the exact point where you left off. If **"CONTINUE"** is selected, you will be able to resume play from the beginning of that scene. You will return to the title screen if the **"EXIT"** option is selected.



Controls

Use the directional pad to control Lance's movement. The directions you will require are **UP** (top button) to move into the distance, **DOWN** (bottom button) to move closer, **LEFT** (left side button) and **RIGHT** (right side button) on the directional pad. Use the "**B**" button for an action rather than a direction such as jumping, throwing or any other action that is required to complete a scene.

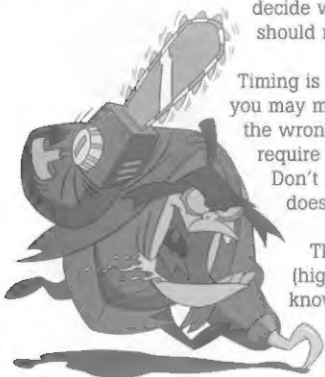


Playing BrainDead 13

You control Lance's reactions to the events that happen around him. As you watch the animation, you must decide which direction Lance should move and when.

Timing is very critical and often you may make a correct move at the wrong time. Many scenes require more than one move. Don't be surprised if Lance doesn't move immediately.

The "Good Beep" (higher tone) lets you know that your move has been accepted.



You must defeat all the characters that you encounter along your mission, including Fritz, to get to Dr. Nero Neurosis himself and win the game!

You have an unlimited number of lives in **BrainDead 13** and you'll probably need them all! Keep in mind that timing is critical!



Note: Scenes will not necessarily appear in the following order.

The Garden:

A deadly maze crawling with man-eating vines, spiked pits and killer mushrooms. Fritz won't be far behind, so don't lose your head! Watch the **"Statue of Limitations"**.



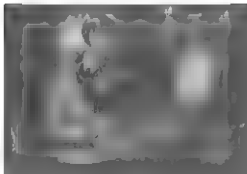
Bedroom:

The Slasher may keep you awake, but if he doesn't, the sheets may have a ghostly effect.



Vivi's Funeral Salon:

The voluptuous vampiress will give you more than just a little off the top. The manicure is to die for and the experience could leave you feeling quite drained.



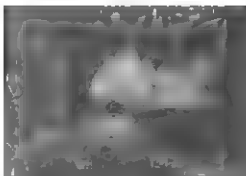
Moose:

Not so bright, but he has an assortment of athletic attacks. Be quick as lightning or you may need some athletic support!



Witches:

In two separate rooms,
sisters Evil Left Ins and
Evil Right Ins will try and
make your visit a
CATastrophe They'd like
to have you for dinner,
so make other plans
and keep your eyes peeled!



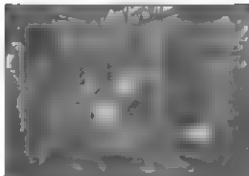
Cellar:

Keep a cool head
the centipede has a leg up
on you and the spider is
looking to weave a
tangled web



Kitchen:

Cajun cookin' is the special today the gator has something hot 'n spicy in mind for you! If you can't stand the heat, stay away from the stove!



Trophy Room:

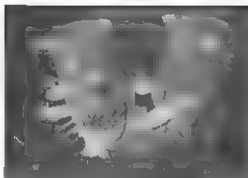
The symbols of excellence will hunt you down and Yeti will certainly wedge his way into your life



Fritz Room:

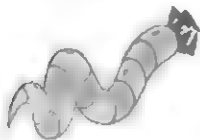
One-on-one, hand to hand combat Do battle with Fritz and move to the final destination ..

"The Brain Chamber"!



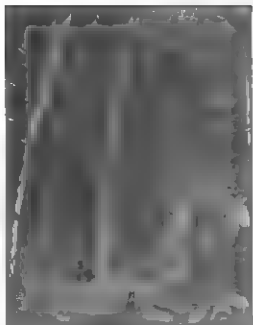
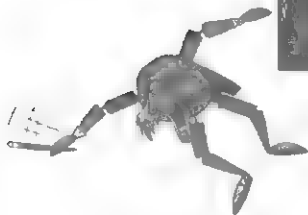
Library:

The Librarian may throw some literary expression at you and the Bookworms will feed off your visit.



Conservatory:

The marionette may look friendly, but there's strings attached!



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